

Abstract

A massive multiplayer role-playing game platform utilizing mobile devices such as cellular phones is disclosed. The invention links massive amounts of players, each holding at least one mobile device, via a cellular or wireless network. The system provides the user with the game data in a client-server method or in a streaming/buffering mode of operation. Most of the game data is stored on the game servers, and only the minimal amount of data is temporarily stored on the device's memory. The user may play in a single mode or group mode and several groups can join together to make a larger group. A game may be downloaded onto the mobile devices which may be linked to a base station. The base station in turn is connected to the network, which links it to the game server.